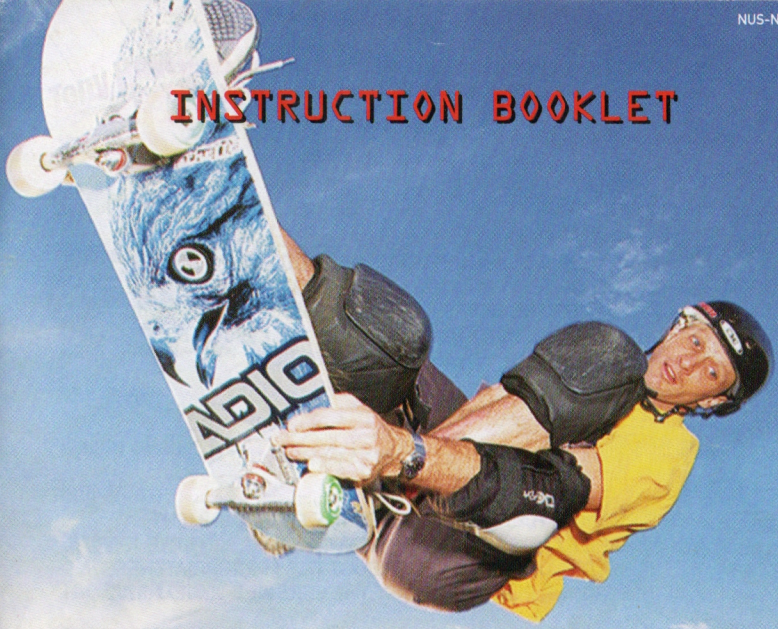
NUS-NTQE-USA

INSTRUCTION BOOKLET



TONY HAWK'S PRO SKATER 2™

ACTIVISION O2

NINTENDO 64

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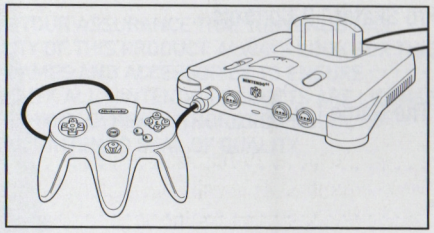
Activision advocates the use of protective gear, including helmets and pads, by amateur athletes when skating. Skate safe.

GETTING STARTED

Connecting the Nintendo® 64 Controller



To play Tony Hawk's Pro Skater™ 2, connect a Controller to controller socket one located on the front panel of the Control Deck.

If you change the connection during the game, you will need to turn the power OFF to make the connection active.

Rumble Pak®/Controller Pak™

The game, Tony Hawk's Pro Skater 2, is compatible with the Rumble Pak and Controller Pak accessories. Before using them, read the Rumble Pak and Controller Pak instruction booklets carefully.

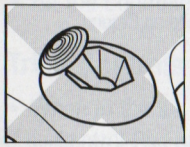
Any time you start a game, you will be prompted to insert your Rumble Pak or Controller Pak at that time. If you are not using a Rumble Pak or Controller Pak, you will see a message reminding you that the Rumble Pak or Save/Load features will not be available. Remember, it is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

Note: Tony Hawk's Pro Skater 2 may not be compatible with all 3rd party accessories.

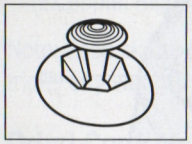
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** Buttons.

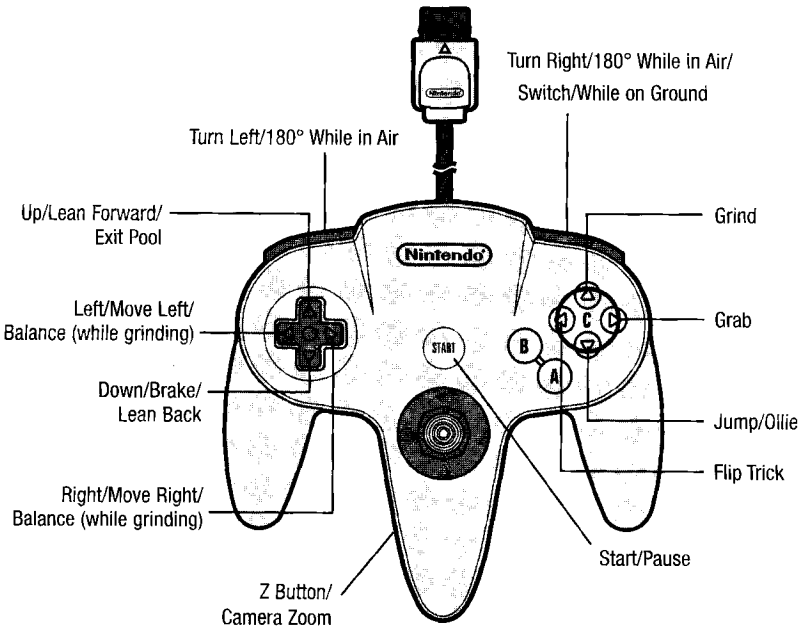
The Control Stick is a precision instrument—make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.

Controller Pak Menu

Press and hold **START** upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete game notes from a Nintendo 64 Controller Pak. Follow on-screen instructions to Exit or Delete Notes.

Note: Saved games require 1 note and 27 pages. Saved replays require 1 note and 96 pages.

TONY HAWK'S PRO SKATER™ 2 CONTROLS



Basic Controls

- Ollie: Hold down C ▽ to crouch, release it to jump. The longer you crouch, the higher you will ollie.
- Nollie: Tap the nollie button (L Button) to move into nollie position, then hit C ▽ to nollie.
- Wallride: Press C ▽ to jump, then hold down C △ when in the air near a wall, sign, building, etc.

- Manuals: Tap up-down or down-up (nose manual) when skating or landing. Up and down must then be used to balance.
- Boneless: Tap up-up then press C ▽.
- No Comply: Tap up then press C ▽.
- When falling from a Big Drop, press and hold C ▽ at impact to keep from bailing.
- Hit the Controller buttons repeatedly to get up faster.

Trick Controls

- When in the air, tap either C △ or C ◁ plus a direction on the + Control Pad or Control Stick to do tricks. (Example: Right + C ◁ does a Heelflip.)

Note: Each skater has a different trick setup. You can configure your tricks any way you like using the Edit Tricks screen.

Grind Controls

To grind, hold C △ when in the air near a rail, edge or lip.

- 50-50: When parallel to rail hold C △.
- Nosegrind: Up + C △.
- 5-0: Down + C △.
- Boardslide/Lipslide: Rotate board perpendicular to rail and hold C △.
- Noseslide/Tailslide: Hold left or right + C △. Rotate the part of the board you want to slide on into the rail.
- Smith/Feeble: Diagonally down + C △.
- Crooked/Overcrook: Diagonally up + C △.
- Nosebluntslide: Tap up-up + C △.
- Bluntslide: Tap down-down + C △.

Lip Tricks

- To perform a lip trick, skate straight up a ramp or quarter pipe holding C△ and either up, down, left or right.

Note: Lip tricks vary by skater. You can configure your lip tricks in the Edit Tricks Screen.

Game Reset

To abort a game in progress, press **START** to pause the game. Choose **End Run** and then choose **Quit**. You will be given the option to save. Choose **Yes** if you wish to save your progress or **No** if you don't want it saved. From here you'll be returned to the Main Menu screen.

Soft Reset

You can reset at any time during gameplay to the Main Menu screen by holding down the **Z** Button then pressing and holding **START** for two seconds.

MAIN MENU

Choose from the following options to begin play. Using left or right on the + Control Pad, choose the type of game you want to play. Press the **A** Button to start that game. Two Controllers must be plugged into the N64 to play in the two-player mode.

Single-Player Modes

Career Mode

You're a pro skater now, and pros compete for cash money. You've got to prove your worth at local spots and start building career earnings. Use this cash to buy new equipment, unlock levels, buy tricks, increase stats and get into the elite competitions.

Single Session

Choose a single level and skate all out in a two-minute session in an effort to set high scores. Only one level is opened at first, The Hangar in Mullet Falls, Montana. Build your earnings in the Career Mode to unlock the other levels.

Free Skate

For some, it's practice. For others, it's life. Choose a level and skate as long as you like. Hit the obstacles over and over and over again until your tricks are ready for competition. Unlock other levels in the Career Mode then Free Skate them to learn the terrain.

Two-Player and Multi-Player Modes

Graffiti

Set your own time limit then push the limits in a split-screen race to see who can nail the most tricks. Obstacles are "Tagged" with your color by tricking off them. Try to steal your friend's tags by pulling better tricks off the same object. He or she who tags the most objects wins.

Trick Attack

A total free-for-all to see who can skate the best lines and rack up the most points. You can run into opponents and rub their little faces into the terrain, and this time you can Trick Attack longer with the game's new variable time limits.

Horse

How do you spell defeat? "H.O.R.S.E" (or the word of your choice – keep it respectable) in this one-on-one best trick contest. Nail a trick, then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, he or she gets a letter. First one to get all the letters tastes defeat.

Tag

You don't want to be "It" in this game where you tag other players. When you are, you have to bust tricks to gradually cripple your opponent's stats until he or she is a sitting duck. When "It," you're on the timer. If the timer hits zero, you lose.

Skate Tip: Uneven fight? Use the Handicap Screen to balance your skills. Pump your stats up or down, depending on which way you need to go to keep it fair.

Scoring Tips

Every time you repeat a trick during a run, that trick's point value will decrease. To get a top score you're going to have think about your "line" and mix up your tricks.

- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Big spins (540, 720) will net bigger scores. Use the R/L Buttons (default configuration) to spin faster.
- Every trick in a combo adds to your multiplier.
- Use manuals to keep your combo going across flat ground sections.
- Switch tricks are worth more and devalue separately from regular tricks.
- Nollie tricks score more points.
- Trick across gaps (the blue text) to maximize combos.

Skate Tip: The Special Meter – Score points to fill up your special meter. When it's glowing yellow, your adrenaline's pumping and you'll be able to perform your special tricks.

SPOT CHECK–THE GAME LEVELS

The Hangar: Mullet Falls, Montana

Welcome to the land of big sky, sick air and bad hair. Perfect your basic skating skills and some new tricks in this abandoned Montana hangar filled with huge rails, large halfpipes, kickers, funboxes and a rusted-out WWII plane and helicopter.

School 2: Southern California

Why do so many pros relocate to California? For the schools, of course. . .or at least for their fine rails, stairs and lines. This level features the best the SoCal education system has to offer, all in one campus. If you've watched a skate video, you'll recognize most of these prime learning facilities.

Contest 1: Marseille, France

Invade France in this level featuring a triple-bowl area, a middle section of flowing banks and canals and a flatland section on the backside that can be used as an additional street course. Bring your best tricks, combos and air to this contest—and never surrender.

The Big Apple: New York City, New York

The big city equals big terrain, air, gaps and trouble. The hottest street skating spots in NYC are here. There are long curbs, obnoxious taxi drivers and even a subway. Ride through Central Park, hang out at Brooklyn Banks and bring your own brand of mayhem to Manhattan.

The Graffiti Pits: Venice Beach, California

Resting in peace, The Pits was one of the most popular skate sites of its time. In this level, the original lines and graffiti have been recreated. Ledges, rails, quarterpipes and the occasional friendly bum make The Pits the place to perfect your more advanced tricks. (Say that fast.)

Contest 2: SkateStreet: Ventura, California

Ask and ye shall receive—receive the original SkateStreet Park. Heavily requested by fans, SkateStreet features sweet masonite curves and varied surfaces. Carve up the rails, half-pipes and slopes as you try to build your career earnings.

Phillyside: Philadelphia, Pennsylvania

The City of Brotherly Love brings you, arguably, the two most famous East Coast skate spots, Love and F.D.R. Parks. Bring your best game to the streets of this huge level as you ollie benches and kick-flip huge stairs. But Phillyside isn't just street. A large vert waits to test your all-around skills.

Contest 3: The Bullring, Mexico

In a semi-abandoned bullring, in a secret spot in Mexico, the world's best skaters perform moves illegal in most countries. Judges watch as you shred quarterpipes, rails, kickers and a beautiful half-pipe with a distinctive full-loop on its end. Did we mention the raging bull?

Skate Tip: Nobody said being a pro is easy. To clear a level 100%, you must get all goals and earn all the extra cash in that level. In competitions, you must get a gold medal and all the extra cash.

THE PROS

THPS2 reads like the Who's Who of professional skateboarding. For rider's skill ratings, check in the game or online at www.activision02.com.

Tony Hawk

If you meet Hawk, look at his shins. You'll see how much flesh he's left behind becoming the most influential skateboarder in history. He lost some perfecting the first 900°. More went while creating 50+ signature moves and winning 12 world championships. The father of two boys and modern skateboarding, Tony makes his home in his native SoCal.

Bob Burnquist

Out of Brazil and onto the winner's podium, Bob Burnquist is one of today's most exciting and original skaters. Blowing minds with his unique style and switch-stance tendencies, Burnquist won the first pro contest he entered. He then went on to be the first skater to pull off an Eggplant Revert, a move now simply known as the "Burntwist."

Steve Caballero

How long has Steve Caballero been part of the skateboarding scene? Over three decades. Along the way he helped found the Bones Brigade, invented the Cabbalerial and owned his share of world records—including the highest halfpipe air and a 44-stair rail. Cab's still riding hard, inspiring skateboarding's next generation.

Kareem Campbell

East Coast, West Coast, or any coast, Kareem Campbell and his smooth metropolitan style are recognized on the real streets. Born in New York and raised in Los Angeles, Kareem defies any East vs. West barriers. When he's not skating you can find him chilling with his son, li'l Reem. Kareem's advice for skaters: "Do it for yourself and keep it honest."

Rune Glifberg

When Rune was 11 years old a friend brought a skateboard to his home in Copenhagen, Denmark. Later, a skateboard brought Rune to his new home in Huntington Beach, California (He didn't ride it. He became a pro on it.) Here you'll find the all-terrain terrorist sessioning pools and streets. But he saves his best for his true love: wide-open vert skateboarding.

Eric Koston

Who do you want to be today? Think Koston, because he rides like anybody and nobody else. He'll bust any pro's signature trick with uncanny similarity then transition into the eponymous K-Grind. Besides this move bearing his name, Eric's famous for clowning around while making challenging switch and nollie rides look like a joke.

Bucky Lasek

Hardened on the East-Coast and currently refining his skills in Carlsbad, California, Charles Michael Lasek, better known as Bucky, soars to sickening heights above half-pipes—and other skaters. He's equal parts power, originality and style. When Bucky's not dropping jaws at the local Mission Valley Skate Park, you'll find him loving life with his wife and daughter.

Rodney Mullen

Get up, shower, brush and head out and invent new tricks. Just another day for Rodney Mullen, the godfather of street skating. A pro for over 20 years, Mullen owns 35 freestyle world championships and a dizzying list of signature tricks. Like the kickflip, underflip, impossible, casper and darkslide to name a few.

Chad Muska

Out of his native Las Vegas and into skateboarding's top magazines and videos— welcome Muska. After lighting it up on the Strip, Chad moved to California at 15 and quickly became one of the most respected skaters of all time. This self-styled professional always takes his brand of skate-and-relate creativity to another level. This includes experimenting with jungle and hip-hop beats on his "Muskabeat" album.

Andrew Reynolds

Andrew's only been a pro since 1996, but what he may lack in years, he makes up for in air and guts. If you're in Los Angeles, California and you see somebody going huge over massive gaps, sessioning sick sets of stairs and doing it all with effortless style, odds are you're in the presence of Turtle Boy himself. Say "hi" as he flies by.

Geoff Rowley

Called the one-man English invasion, Geoff Rowley went from the streets of Liverpool, England to the top of the skating world. In fact, Geoff's often called the skater's skater.

He currently resides in Huntington Beach, California, where his diet consists of miles of handrails, huge staircases and lots of vegetables. Picture a 360-flip down 13 stairs—yep, that's Rowley.

Elissa Steamer

Making the cut skating against the boys. Dominating every all-girl event she enters. Getting her name on a pro model street board. You guessed it—it's Ft. Myers, Florida native Elissa Steamer. Elissa specializes in sessioning streets and stereotypes. Now living in Los Angeles, California, Elissa skates like you wish you could.

Jamie Thomas

Originally from Alabama, Jamie has conquered some of the biggest gaps and longest rails ever seen. His video parts in "Welcome to Hell" and "Misled Youth" prove it. Jamie is the only person to walk away from the Leap of Faith with both legs intact.

CREATE SKATER

It's time to create your own legend (or legends). Go to Create Skater menu and build a custom character from scratch. To build a lineup, go into the Roster Screen where you can create up to four custom skaters. All skaters in the roster are available in all game modes, and you can edit an existing skater in your slots or import a skater from a different save file into a slot in your game.

Personal Menu and Appearance

This is your pro, and it's up to you to give him a name, hometown, stance (goofy or regular), specialty (vert, street or all-around) and weight. From here, set up your look—skin tone, head style, cap color (if you wear one), torso style, logos, tattoos, shirt color, pants colors, skin/socks and shoes—in the Appearance Menu.

Stats

Stats increase your skater's performance. There are 10 stats for each skater, both pro and created.

- Air: Affects the boost you get when you air on a quarterpipe.
- Hang Time: Affects the length of time you stay in the air.
- Ollie: Affects your ground jump height.
- Speed: Affects your flat ground speed.
- Spin: Affects the speed at which your character rotates. Max it out if you want to spin 720's or 900's.
- Landing: Affects how easy it is for you to nail big drops.
- Switch: Determines how well you skate when you are skating switch. When maxed out to 10, the skater should be equally skilled regular and switch.
- Rail Balance: Affects your ability to balance on rails.
- Lip Balance: Balance for lip tricks. The higher the stat, the longer you can tweak lip tricks and the more points you can score.
- Manual Balance: The higher the value, the easier you will be able to balance manuals.

Skate Tip: In Career Mode additional stat points can be purchased until your character is up to all tens in every category and ready to rule the pro circuit. In other words, money gets you skills, brother.

Note: Activision Customer Support cannot troubleshoot user-made skaters (Create Skater Mode) or user-made tricks (Edit Tricks Mode).

EDIT TRICKS

Open up the Trick Selection Screen and start shopping. Different tricks cost different amounts. Prices are based on difficulty, point value, length of trick, etc. You get the idea: The tougher the trick, the more you'll pay. Each skater starts with his or her basic trick set.

Tricks are divided in groups: Flip Tricks, Grab Tricks, Lip Tricks and Specials. Once a category is selected, you'll see a list of button combos. Select the button combo you wish to configure and a list of available tricks will pop up. You can modify almost every aspect of your Trick Set until it suits your riding style.

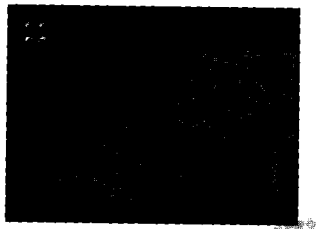
Shop The Skateshop

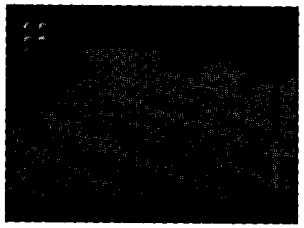
Once you start making cash in the Career Mode, new decks can be bought at any time, provided you have enough green. Use these new decks to increase your skater's stats. Pros can choose from eight of today's top decks, and created skaters have a pool of 20 generic boards.

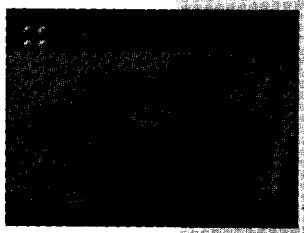
Skate Tip: Once you've unlocked pro deck graphics, they're available for your created skaters too. Created skaters can use pro decks by pushing the up/down to view them from the Skateshop Screen.

3D REAL-TIME SKATEPARK EDITOR

Become the sick skatepark architect you always knew you could be with our new 3D Real-Time Skatepark Editor. It's one of the most advanced level editors ever created, letting you use ramps, rails, pools, funboxes, obstacles and quarter pipes to create dreamparks in real-time. Go big, rotating and stacking pieces any way your twisted mind desires. You'll never run out of levels to ride.







Note : Activision Customer Support cannot troubleshoot user-made editor parks.

Basic Controls

To move selected pieces around your park, use the + Control Pad. The **R** Button rotates the pieces and **A** Button places them down. The **B** Button will erase any pieces intersecting with the current piece.

Changing Pieces

C◁ and C▷ allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left-hand corner of the screen. Once you've selected a category, C△ and C▽ scroll you through the pieces available in that category.

Categories and Pieces

What you want, we got, including:

- Gap Tool: (see pg. 19).
- Risers: Raise the floor not the roof.
- Quarter Pipes: Two sets to choose from.
- Rails: Center and edge rails for extra grind.
- Walls: Ride them if you can.
- Stairs: Ankle busta mecca, many with rails.
- Pools: Construct your own or select pre-made versions.
- Kickers: Launch yourself off ramps galore.
- Benches: Go to school on benches and tables.
- Misc.: High walls, roll-ins, signs, foliage, floors.

Other Controls

- The **L** Button will rotate the entire park in 90 degree increments.
- The **Z** Button will change the current camera view. Hold the **Z** Button and use the + Control Pad to rotate the camera.
- **START** will bring up the Park Editor Menu.

THE PARK EDITOR MENU

New Park

Allows you to start over and change the size of your park. The default park size is 24 x 24, but five different dimensions can be selected.

Set Theme

There are four themes to choose from, and the Theme can be changed at any time. It will not erase or affect the layout of the park.

Pre-Made Parks

Allows you to load a pre-built park included with THPS2. You can learn a lot about park layout by looking at the included parks and can erase and rebuild parts of them.

Save

Save your park to a Controller Pak. The name you save under will become the name of your park.

Load

Load a saved park from a Controller Pak.

Test Play

Places you in your created park with the last character you played as.

Park Tip: To select a different character or to play in a different mode, first save your park. Then quit to the Main Menu, select your preferred mode and character, and when you get to the Level Select, your park should be accessible (except in Career Mode).

A Few Special Parts

Risers

Place these building blocks down then place other pieces on top. Use risers to raise the floor or to create hard-to-reach portions of your skatepark.

Restarts

The green object marked "1" is the one player restart. This piece will mark the starting point for player one. Only one can be placed in a level. If you try to place a second P1 restart, the first one will be moved to the new location. The player 2 restart works the same way; it marks where the second player will start in a multiplayer game. HORSE restarts mark the starting positions in a HORSE game. The player 1 restart also doubles as a HORSE restart. Only six Horse restarts can be placed in a level.

Mind The Gap

A gap is a difficult jump or maneuver, which deserves extra points, over a spot. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything—a jump from one ramp to another, transition across two quarterpipes far away, grinding a long, kinked rail, or even manualing across a particularly tough table. Only 10 gaps can be placed in a level.

Creating Gaps

Gaps always link two objects together. In the editor, use the Gap Tool to select the first piece involved in the gap (it will flash blue). Then select the second piece to complete the gap. Both objects will be shaded blue to show that they're linked. This will automatically bring up the gap menu.

The Gap Menu

In the gap menu you can edit nearly any aspect of the gap you've created. You can name it and set its score. The gap's name is shown in the text at the bottom of the screen when a player completes the gap in the game.

You can always get back to the gap menu by placing the gap tool over a piece shaded blue and pressing C⊽.

You can erase a gap by placing the gap tool over a piece involved in the gap (and shaded blue) and pressing C△. This will remove both sides of the gap.

Gap Type

There are multiple Gap types to choose from:

- Air Gap: Select an area that a skater must jump over.
- Rail Gap: Select a rail that a skater must grind over.
- Manual Gap: Select an area that a skater must manual through.
- Wallride Gap: Select a special area that a skater must wallride over.

Adjust Gap

Advanced users can fine tune gaps by rotating or scaling both sides of the "gap grid." The gap grid is shown in wireframe. To get a gap in the game, the player must jump through both gap grids. Set them up any way you like.

OPTIONS MENU

Player 1&2 Controls

Use the + Control Pad left/right and up/down to customize your controller setup.

Rumble

Toggles the Rumble Pak rumble feature On or Off.

Auto Kick

Select **On** for automatic acceleration of your skater. Select **Off** for manual acceleration.

If turned Off, use C◁ to kick.

Sound Level

Sound FX Volume: Use the left/right + Control Pad Buttons to adjust the sound effect volume.

Music Level

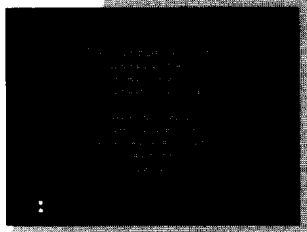
Use the left/right + Control Pad Buttons to adjust the music volume. Note: If music is set to 0, the game's soundtrack will be substituted with ambient sound effects.

Controller Pak

Here you can save your Career, plus game settings. You can also load Career files and Replays.

Cheats

???? What, you think we're going to give them away? You'll have to figure these out on your own, or truly cheat and get a magazine that lists them for you.



High Scores

If you don't understand high scores, you need a better skate helmet.

Gap Checklist

A handy listing of all the Gap Bonuses in the game. Are you good enough to find them all? If so, a special bonus awaits.

Display Options

Trick Tips: Select **On** to view helpful pop-up hints during gameplay. **Off** turns them off. (Surprising, isn't it?)

Credits

The people who literally made the game possible.

WHO DESERVES CREDIT

Original Design by
NeverSoft

N64 Design and Development
Edge of Reality

Edge of Reality Skate Team
David Bellhorn
Evan Bell
Jacob Meakin
Rob Cohen
Mike Panoff
David Bunn
Alan Johnson
Binu Philip

Assisted By:
Drew Fisher
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Gil Jaysmith

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"Bring The Noise"
performed by ANTHRAX & CHUCK D
written by Carlton Ridenhour, Hank Shocklee,
Eric Sadler, Charlie Benante, Frank Bello, Dan Spitz, Joe Bellardini, Scott Rosenfeld
published by Reach Music (BMI)/Songs of Universal, Inc. (BMI)/ NFP Music administered by Zomba Enterprises, Inc. (ASCAP)
(p) 1991 Island Records, Inc. Courtesy of The Island Def Jam Music Group Under license from Universal Music Enterprises
from the album Attack of The Killer B's

"Guerilla Radio"
performed by RAGE AGAINST THE MACHINE
written by Zack De Rocha, Tim Commerford, Tom Morello, Brad Wilk
published by Sony/ATV Songs LLC/ Retribution Music (BMI)
(p) 1999 Courtesy of Epic Records By arrangement with Sony Music New Media Licensing
from the album The Battle of Los Angeles
www.RATM.com

"Pin The Tail On The Donkey"
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published by T-Boy Music L.L.C./ Naughty Music (ASCAP)
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from the album Naughty By Nature
www.tommyboy.com

"When Worlds Collide"
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music by Powerman 5000, lyrics by Spider
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from the album Tonight The Stars Revolt!
www.powerman5000.com;
www.dreamworksrecords.com

"Cyclone"
performed by DUB PISTOLS
written by Jason O'Bryan, T.K. Lawrence,
Barry Ashworth & Tommy McCook
published by Bug Music Inc. o/b/o Lowtech
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"Out With The Old"
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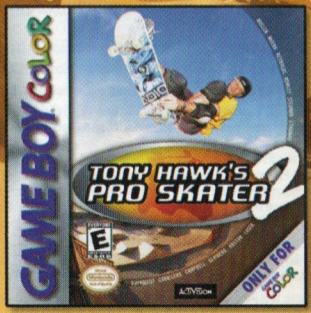
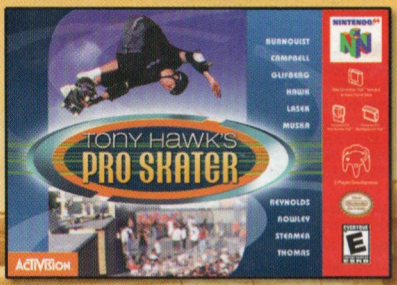
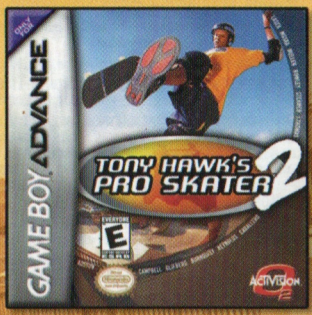
TONY HAWK'S PRO SKATER

TONY HAWK'S PRO SKATER 2







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